# Stormlight Quick Start Characters

The Stormlight™ campaign setting offers a world of epic conflict, diverse cultures, exotic ecology, unique magic, and poignant themes. Whether you're familiar with the world of Roshar or discovering it through the Cosmere® Roleplaying Game, you'll start by building a character!

This free supplement contains twenty ready-to-play level 1 characters with connections to Roshar. To start playing right away, choose one of the Character Paths, then personalize your character with a Name, Purpose, Obstacle, and Goal. Treat the tables as a menu of options, or roll a d20 to randomly generate your character!

If you're unfamiliar with the Stormlight campaign setting, consider options 19 and 20. The Shin Stonewalker is from an isolated nation, while the Worldhopper is from an entirely different world. Both are good choices for a player who's learning about Roshar along with their character.

## Character Paths

The following character concepts are included in this supplement. Retrieve your chosen character's sheet before moving to the next section.

### Character Paths

| d20 | Character Concept | Path (and Specialty) |
|---|---|---|
| 1 | Azish Constable | Agent (Investigator) |
| 2 | Street Urchin | Agent (Thief) |
| 3 | Undercover Workform | Singer (Workform), Agent |
| 4 | Azish Merchant | Envoy (Diplomat) |
| 5 | Vorin Ardent | Envoy (Faithful) |
| 6 | Keeper of Songs | Singer (Scholarform), Envoy |
| 7 | Emuli Conscript | Hunter (Archer) |
| 8 | Ghostblood Operative | Hunter (Assassin) |
| 9 | Unkalaki Kaluk'i'iki | Hunter (Tracker) |
| 10 | Veden Sergeant | Leader (Officer) |
| 11 | Azish Vizier | Leader (Politico) |
| 12 | Warform Commander | Singer (Warform), Leader |
| 13 | Vriztl Engineer | Scholar (Artifabrian) |
| 14 | Stormwarden | Scholar (Strategist) |
| 15 | Kharbranthian Surgeon | Scholar (Surgeon) |
| 16 | Alethi Duelist | Warrior (Shardbearer) |
| 17 | Bridge Runner | Warrior (Soldier) |
| 18 | Warpair Partner | Singer (Warform), Warrior |
| 19 | Shin Stonewalker | Warrior (Duelist) |
| 20 | Worldhopper | Agent (Spy) |

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# Names

The following tables include names from several of Roshar's cultures. Find the "Expertises" section of your character sheet, pick the first "Cultural" nation (or a table of your choice for Wayfarer), and use that table to determine your character's name.

### Alethi Names

| d20 | Name | d20 | Name |
|---|---|---|---|
| 1 | Alarik | 11 | Karivah |
| 2 | Ashlani | 12 | Kelivar |
| 3 | Bren | 13 | Malekar |
| 4 | Calinah | 14 | Noravi |
| 5 | Denilor | 15 | Ralador |
| 6 | Elanora | 16 | Rathani |
| 7 | Gavir | 17 | Ravalin |
| 8 | Haveron | 18 | Soran |
| 9 | Islani | 19 | Tenil |
| 10 | Kalilen | 20 | Yashira |

### Azish Names

| d20 | Name | d20 | Name |
|---|---|---|---|
| 1 | Adana | 11 | Kunde |
| 2 | Adebazik | 12 | Lexomi |
| 3 | Ajaxir | 13 | Naxir |
| 4 | Baxtol | 14 | Nineka |
| 5 | Chivik | 15 | Olufikki |
| 6 | Etosha | 16 | Quahinda |
| 7 | Hauzir | 17 | Raukir |
| 8 | Ishola | 18 | Sigwir |
| 9 | Ixikiel | 19 | Yawande |
| 10 | Jirana | 20 | Zalron |

### Herdazian Names

| d20 | Name | d20 | Name |
|---|---|---|---|
| 1 | Alvoro | 11 | Garilo |
| 2 | Anelma | 12 | Henara |
| 3 | Belora | 13 | Hencho |
| 4 | Benquiro | 14 | Hocharo |
| 5 | Calispo | 15 | Jalira |
| 6 | Calita | 16 | Lencho |
| 7 | Chalvio | 17 | Narella |
| 8 | Derena | 18 | Ornachal |
| 9 | Dereno | 19 | Taviro |
| 10 | Galisha | 20 | Tsupiren |

### Listener (Singer) Names

| d20 | Name | d20 | Name |
|---|---|---|---|
| 1 | Ashlin | 11 | Maln |
| 2 | Brethin | 12 | Orun |
| 3 | Caviel | 13 | Reth |
| 4 | Durolin | 14 | Savieth |
| 5 | Fenrai | 15 | Tenurai |
| 6 | Halneth | 16 | Teshi |
| 7 | Ivenar | 17 | Thun |
| 8 | Kavli | 18 | Vahl |
| 9 | Lomesh | 19 | Vekai |
| 10 | Loruven | 20 | Ziru |

### Reshi Names

| d20 | Name | d20 | Name |
|---|---|---|---|
| 1 | Alin | 11 | Quila |
| 2 | Avi-ra | 12 | Rinor |
| 3 | Caresa | 13 | Rishan |
| 4 | Enavi | 14 | Sela |
| 5 | Fira | 15 | Selun |
| 6 | Lami-na | 16 | Talu-ren |
| 7 | Naro | 17 | Toru |
| 8 | Orin | 18 | Varin |
| 9 | Ove-lan | 19 | Vena-lo |
| 10 | Pelan | 20 | Vesha |

### Shin Names

| d20 | Name | d20 | Name |
|---|---|---|---|
| 1 | Bratha | 11 | Sethi |
| 2 | Dolven | 12 | Shaveth |
| 3 | Dren | 13 | Talish |
| 4 | Eshel | 14 | Tem |
| 5 | Jorven | 15 | Torl |
| 6 | Kudeth | 16 | Tumesh |
| 7 | Lis | 17 | Vash |
| 8 | Loruva | 18 | Voro |
| 9 | Malor | 19 | Zeyra |
| 10 | Mereth | 20 | Zothen |

### Thaylen Names

| d20 | Name | d20 | Name |
|---|---|---|---|
| 1 | Alstrym | 11 | Elcryn |
| 2 | Ardben | 12 | Fintr |
| 3 | Bnlath | 13 | Grytori |
| 4 | Brekmynv | 14 | Jarlkv |
| 5 | Brynso | 15 | Klazmn |
| 6 | Calkl | 16 | Lazreb |
| 7 | Chalrek | 17 | Mlendl |
| 8 | Creyn | 18 | Rlozvnik |
| 9 | Crymna | 19 | Tnzram |
| 10 | Dralen | 20 | Ylbedr |

### Unkalaki Names

| d20 | Name | d20 | Name |
|---|---|---|---|
| 1 | Ahinaku | 11 | Laki'nor |
| 2 | Aluni | 12 | Lomakai |
| 3 | Fala'noa | 13 | Makori |
| 4 | Heli'mor | 14 | Nefari |
| 5 | Huneka | 15 | Pelinu'a |
| 6 | Iro'kalin | 16 | Senaku |
| 7 | Kahu'nor | 17 | Tanu'kai |
| 8 | Kaluna | 18 | Tenali |
| 9 | Kamali | 19 | Tuano |
| 10 | Keilani | 20 | Vumali |

### Veden Names

| d20 | Name | d20 | Name |
|---|---|---|---|
| 1 | Amelith | 11 | Nalek |
| 2 | Batin | 12 | Narash |
| 3 | Channae | 13 | Pallara |
| 4 | Denash | 14 | Ravelor |
| 5 | Elivar | 15 | Relinor |
| 6 | Isha | 16 | Selvan |
| 7 | Jalresh | 17 | Shalinor |
| 8 | Jezrel | 18 | Talin |
| 9 | Kalen | 19 | Yelinar |
| 10 | Keralin | 20 | Zarev |

## Purpose

Your character's purpose is the core part of their personality they can't help but act on and embody.

This table also suggests a Radiant order that most closely aligns with each purpose. If that order appeals to you (or if your character's "Connection" section includes a Radiant spren), let your GM know.

### Purpose

| d20 | Purpose | Radiant Order |
|---|---|---|
| 1 | Acknowledge my self-worth | Elsecaller |
| 2 | Face my fears | Lightweaver |
| 3 | Reject Odium's influence | Dustbringer |
| 4 | Bring order to a chaotic world | Skybreaker |
| 5 | Stand with people in need | Stoneward |
| 6 | Take down corrupt leaders | Skybreaker |
| 7 | Seek freedom for the oppressed | Willshaper |
| 8 | Protect those in need | Windrunner |
| 9 | Learn to trust others | Lightweaver |
| 10 | Help others find their purpose | Willshaper |
| 11 | Bring people together | Stoneward |
| 12 | Learn self-control | Dustbringer |
| 13 | Help the forgotten and ignored | Edgedancer |
| 14 | Make mistakes and learn from them | Elsecaller |
| 15 | Discover new or lost knowledge | Truthwatcher |
| 16 | Defend the people I love | Windrunner |
| 17 | Empathize with others, even enemies | Edgedancer |
| 18 | Confront my past | Lightweaver |
| 19 | Create opportunities for the unfortunate | Willshaper |
| 20 | Expose corruption | Truthwatcher |

# Obstacle

Your character's obstacle is the main thing holding them back from fulfilling their purpose or achieving their life goals.

### Obstacle

| d20 | Purpose |
|---|---|
| 1 | I thirst for revenge against those who wrong me. |
| 2 | I blame myself for a tragedy in my past. |
| 3 | I feel constrained by society's expectations. |
| 4 | I am haunted by traumatic memories. |
| 5 | I am restless, rarely satisfied with my present. |
| 6 | I committed terrible acts in the past and can't forgive myself. |
| 7 | I falsely believe myself to be evil. |
| 8 | My intense curiosity distracts me at crucial moments. |
| 9 | My fear of disappointing my mentor holds me back. |
| 10 | I run headlong into danger. |
| 11 | I rankle in the face of authority. |
| 12 | I want to help, but I feel like I only make things worse. |
| 13 | I can't help myself; when an item catches my interest, I must take it. |
| 14 | I don't value my own time and energy, so I try to do everything myself. |
| 15 | I'm so focused on my objectives that I forget others have goals, too. |
| 16 | I believe I am a burden to everyone around me. |
| 17 | I fear mortality and obsess over safety. |
| 18 | I get stressed and overwhelmed easily. |
| 19 | I tend to instantly regret my decisions. |
| 20 | I will accept any challenge—and I mean any challenge. |

# Goals

Goals are concrete objectives your character wants to achieve, and a means of tracking character development. Characters typically have at least one unfinished goal at any given time, and you can add new ones as the campaign progresses.

Choose one or more goals (the exact number at the GM's discretion) from the following table.

### Goals

| d20 | Purpose |
|---|---|
| 1 | Become a noble |
| 2 | Find a missing person |
| 3 | Fulfill a specific oath or promise |
| 4 | Repay a debt of gratitude |
| 5 | Get revenge |
| 6 | Investigate a crime |
| 7 | Earn a Shardblade |
| 8 | Research fabrial technology |
| 9 | Train an apprentice |
| 10 | Secure a wardship |
| 11 | Impress a highprince |
| 12 | Earn a promotion |
| 13 | Explore a new land |
| 14 | Nurse an animal back to health |
| 15 | Secure funding for mission |
| 16 | Obtain a Soulcaster |
| 17 | Hire a loyal bodyguard |
| 18 | Train an axehound |
| 19 | Acquire a high-quality gem |
| 20 | Bond a Ryshadium |